SUPER BUBSY

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

1

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.

- Preferably play the game on a small screen.

- Avoid playing if you are tired or have not had much sleep.

- Make sure that the room in which you are playing is well lit.

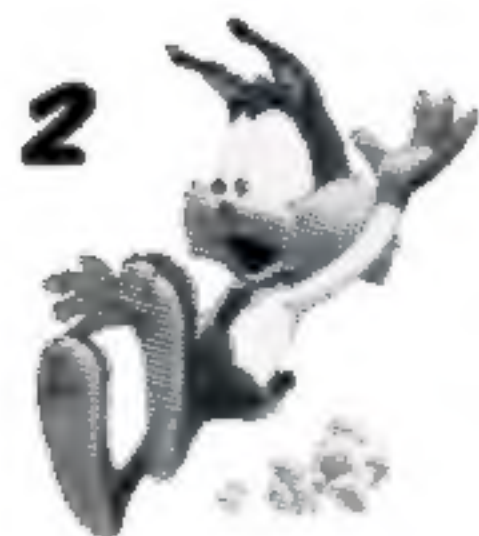- Rest for at least 10 to 15 minutes per hour while playing a video game.

TABLE OF CONTENTS

IMPORTANT PLEASE READ BEFORE INSTALLING DIRECTX™

This game uses Microsoft® DirectX™ 3.0A for Windows® 95.

Microsoft® DirectX™ 3.0A increases the speed at which games play under Windows® 95. With DirectX™ 3.0A a program has instant access to the hardware, allowing for great advances in graphics, sound, video, 3-D, and network capabilities of games.

DirectX™ 3.0A is a relatively new program in the computer market and not all manufacturers have adapted their video cards to run the new software. However the majority of manufacturers are releasing new drivers for video cards that are supported with DirectX™ 3.0A. Before installing DirectX™ 3.0A you should check if your system supports this software. You can run a program called DXSETUP which will tell you if your system supports DirectX™ 3.0A. Use the `Start` menu to select `Find` then `Files or Folders` to open the `Find All Files` box. Change the `Look In` box to the drive of your CD-ROM e.g. D: then type DXSETUP.EXE in the named box and press Enter. When the file appears in the `Name` box double left click on it to run. N.B. If more than one file appears click on the file with an icon next to it that looks like a PC.

This will display you a list of drivers currently supported by DirectX™ 3.0A If there is a blank space in the third column for one of the components (see example below) this may mean that you will need to obtain the latest driver for this program by contacting your manufacturer. However there is one exception to the rule, and that is some manufacturers will produce their own DirectX™ 3.0A supported drivers. In this case you will still get a blank in the display driver section, but the game may run correctly!

Blank with no driver version listed:- The performance and stability of this type of certification is basically unknown. It is recommended to check with your hardware manufacturer for any updated drivers that may be available. Most likely, drivers that certify this way will not work properly at all.

Blank with driver version listed:- The driver has DirectX™ 3.0A support, but was not included with the version of DirectX™ which is currently on your system. These drivers will usually function properly, however, there may be some difficulties. It is recommended to check with your hardware manufacturer for any updated drivers that may be available. Try running the game before obtaining new drivers.

No Hardware Support:-, The driver does not support DirectX™ 3.0A, so Hardware Emulation will be performed. This may work fine, but processor power must be used to perform this emulation and game performance may suffer. In some cases, it will not work at all. It is recommended to check with your hardware manufacturer for any updated drivers that may be available. You can check this by either phoning the manufacturer or looking for new drivers on their WEB site. You will need to obtain DirectX™ 3.0A supported drivers from your manufacturer (See example below):-

DirectX™ Subsystem

Component	Version	
DirectDraw™	4.04.00.0068	Certified
Display Driver	4.03.00.2119	
Direct3D™	4.04.00.69	Certified
DirectSound™	4.04.00.0068	Certified
Audio Driver™	4.33.00.0014	No Hardware Support
DirectPlay™	4.04.00.0068	Certified
Old DirectPlay™	4.04.00.1096	Certified
Direct Input™		Certified

If your computer does not have drivers that have been tested with DirectX™ 3.0A, you will see the following message during installation :-

Setup has detected drivers that have not been tested with DirectX™ 3.0A To get the best game performance, Setup can replace your existing drivers. Do you want setup to replace the drivers?

If you receive this message we do NOT recommend replacing the drivers. Contact your manufacturer and ask them to send you drivers for your sound and video card that support DirectX™ 3.0A Alternatively, you can try and run the game without installing DirectX™ 3.0A. In most cases this will be successful and allow you to run the game without further problems. If you do this, you may experience slight problems with the audio and video e.g. Accelerated video, slow frame rate etc. If your existing drivers display an error message or simply refuse to run the game contact your manufacturer to obtain DirectX™ 3.0A supported updated drivers.

Should you encounter any further problems with DirectX™ 3.0, please contact either the manufacturer of your machine or your video/sound card manufacturer before calling us. (See Technical Support - p.15).

LET'S GET GOING, OK?

I don't believe how I just spilled my guts back there. Remind me to ask my shrink about that. Meantime, let's get movin'! We've got yarn balls to collect and Woolies to trash! YES!

INSTALLATION

1. First I gotta get Windows® 95 up and running.

2. Next I gotta tuck my Super Bubsy CD into the CD-ROM drive.

3. Now comes the hard part... I gotta follow the directions on the screen.

If you got everything right, you should be gazing at my fabulous physique right now. You can choose the directory you want to install to.

Note: If Super Bubsy doesn't run automatically, double click on the My Computer icon, then double click on the Super Bubsy icon.

6

Home stretch. On the Super Bubsy Options screen, click on Play.

BACKGROUND STORY

You got your Woolies, right? From the planet Rayon where the twin queens of Rayon, Poly and Ester, had a royal yarn–I mean yearn–to find a planet they could plunder for its supply of wool. You with me so far? Okay.

So the Woolies knitted (or was that purled?) a plan to send out their saucers of silk to Earth to ravage the world of yarn balls. Sheesh. Even I looked good to them and all I have are hair balls.

So here's the bottom line. These nefarious nasty, no-account Woolies won't rest until they've cotton pickin' picked our planet threadbare of every last ball of fuzz on the globe–and that's no fabrication. Now I know we're all supposed to get more fibre in our diets, but this is ridiculous.

Obviously, Earth needs a hero and quick.

Luckily there's moi – hero extraordinaire. A bobcat who believes in truth, justice and the American way. A fearless feline who's willing to risk all nine lives to save my fellow man. And besides, Accolade said they'd throw in a snack so I figured, what the heck?

So you can help too. I mean, not that I need it or anything but somebody's gotta push the buttons on the controller, right? So you gotta get through the village, past the carnival, hitch a ride on the canyon train, and get past the river to the forest. Speaking of the river, don't get me wet, okay.

And don't ask me about the big Woolie mother ship at the end of the game because that's how you win and it's a secret and I'm not about to spill my guts for the peanuts Accolade is paying me for this.

Hey, are you okay? Flip, don't get scared on me, will ya? I mean I know this sounds like a lot to accomplish, particularly for someone who's not used to being a hero like me. But look what we've got going for you.

First off, I've thrown in super-gorgeous, high-resolution graphics. Forget the crayons, I used the really good stuff in Super Bubsy. So this game is as much fun to watch as it is to play.

But, you better watch FAST. The gameplay is super quick and if you're not on your toes, I'll have Woolies crawling all over me faster than you can say, "I love Bubsy."

I also don't expect you to be a computer genius. So I made the installation super easy with Windows® 95. And the super stereo sound...In fact, if you wanna listen to some of my favourite songs, pop the CD into your audio CD player.

Lastly, if you need a break – like you wanna go watch telly for a while – don't worry, I understand. Hey, everybody needs a telly break from time to time. That's why I threw in parts of my Bubsy animated TV special. So tune it, have a good laugh...and then get back to the game for cryin' out loud. Flip, there's Woolies who need to get bashed! So move it!

IT'S A CONTROL THING, REALLY

To help me beat these Woolie Bullies, you've got to understand a few simple things about control. This is America, land of the free...that means you can use the keyboard, a joystick or a PC gamepad. Here's what each of them will make me do:

	Keyboard	*Joystick*	*Gamepad*
Highlight option	Up/Down arrows	Press up or down	Press up or down
Select option	ENTER	Button 1	Red button
Look up, enter caves, etc.	Up arrow	Press up	Press up
Look down, duck	Down arrow	Press down	Press down
Look to my right (your left)	Home	Button 3 or 4	Yellow Button or Top Right Button

8

Look to my left (your right)	Pg Up	Button 3 or 4 with stick right	Green Button or Top Left Button
Run & glide. To brake, press opposite way I'm running. Speed up: press same way I'm running.	Left/Right arrows	Press left/right	Press left/right
Pounce. Press longer to jump higher and bounce more.	Space Bar	Button 1	Red Button
Glide through the air and land like a feather	Ctrl	Button 2	Blue Button
Pause Game	Pause or Esc		
End Game	Esc to Options		
Fast Quit	Alt + F4		

THE OPTIONS SCREEN

This is where you can change a bunch of stuff. I'll explain each option, but first I want to tell you how to make a change.

To change an option: At any time, hit F12 and select Game Options. You can also choose to end a player's turn, remove a player, end the game, or quit to Windows® 95

When you've made all your changes, click OK, then click PLAY.

Multiplayer: If you and your friends want to wipe out Woolies together, that's great. Select between 1 and 8 players on the Options screen. Each player can type in a ten-letter name of his or her choice.

Full Audio: This lets you fiddle with the sound - choose Full Audio, Mute, Music Only or Sound Effects Only.

9

Graphics:	Select "No Background - Faster" to help me run faster across the screen, or leave the option on "Full Detail" which will show all of the backgrounds, but might make me to run slower.
Save and Restore:	You can save at any time by clicking on "Save" and entering a file name. You can replay a saved game by clicking on "Restore" and highlighting the appropriate file name. I will start at the last Mid-level Marker I jumped on.
Difficulty:	Play "Bobcat" for normal difficulty, select "Kitten" for an easier game, or select "Tiger" for a real challenge.

PLAYING AROUND

Your Score

Time Remaining

Yarn Balls Collected

Lives Remaining

362

x43   9:32   x7

ON THE SCREEN

Here's a quick rundown on all the stuff you see on the screen. Like the nifty numbers, flashing digits and other stuff that, quite frankly, detracts from little ol' me...

You probably figured all this out anyway. But it's in my contract, (have you heard about my contract?) so I have to tell you about it - here it is:

10

Your Score:	I give ya points, big ones, for all the Woolies you eliminate. (I get additional points for each enemy I bop in succession.) Then I add in more points for special coloured yarn balls.
Yarn Balls Collected:	You don't really need me to explain this one, do you?
Time Remaining:	The timer keeps counting down. Even when you're not playing with the controller, unless you pause the game.
Lives Remaining:	Guess how many lives I start with? Big surprise: NINE!

MID-LEVEL MARKERS

Congratulations! When I get to an exclamation point, I'm part-way through a chapter. Make me hit it and it will change to a spinning red yarn ball with my handsome face on one side. When I lose a life, I'll come back to the last Mid-Level Marker I hit.

A WORD ABOUT WATER

You know the old saying: you can lead a cat to water but you can't make it sink... Okay, I know. They're wrong. You can make it sink. But don't do it. Don't get me in over my head. P-l-e-a-s-e! Cats hate water. I hate water. You wouldn't want to immerse a sweet, loveable feline like me, would you? (Don't answer that.)

BONUS POINTS

Here's how you rack these up: You get ten bonus points for every second left at the end of a chapter. You started with 9:59 minutes (in Bobcat Mode – 14:59 in Kitten Mode, and a whopping 3:59 in Tiger Mode). If you had one minute left, you'd get 600 bonus points. Get it? Good.

Collector's Items

As you know by now, I collect yarn balls. Any kind. Any size. Any colour. Here's the difference:

Wool-gas Matron

Keeps wool under extreme pressure in a high fibre plasma state. Random point value between 1000 and lucky number 7777.

Coloured Yarn Balls

I give you points for all yarn balls!!! But some are more valuable to me than others. Some yarn balls change colours randomly. Points range from 10 to 40 and are determined by the colour of the yarn ball.

Yarn Crates

A giant stash of yarn balls. Each one holds at least 25 and is worth 500 points. Not something I'd want to pass up.

The T-Shirt Craze (and other power-ups)

Okay, you've played these games before. So of course you know what a power-up is. (If you don't, go ask your kid brother.) These power-ups even come with a free T-shirt! Or is it the other way around?

Numbered T-Shirts: More Babsy

See the big number on these shirts? That's how many more lives I'll get...if I can get the shirt.

Black T-Shirts: Shadow Babsy

As long as I wear this t-shirt, Woolies won't be able to see me. I will pass right through my enemies.

12

Invincible T-Shirts: Super Babsy

As long as I'm totally invincible to Woolies and their henchmen (of course, water, spikes and other natural disasters can have a deadly effect on me), I can easily eliminate my enemies.

Continues

I need these! As many as I can pick up. 'Cos if I snag a Continue and lose all my lives, I'll start on the same level where I lost my last life!

Free Rides

Yeah sure, I've taken a lot of free rides in my time. Why not? If I don't take them, someone else will. Here are some of my favourites:

Bouncy Branches

I'd jump on one of these photosynthesis factories to really take off.

Water Slides

I travel fast so I won't get too wet – but I can jump to reach yarn balls and other power ups.

Cars

Jump on one of these for a high-flying time. But avoid the red hot convertibles. And don't take rides with strangers.

13

Roller Coasters

To jump off, press the Pounce or Glide keys. Press the <up> arrow key to raise my hands and collect goodies. Press the <down> arrow key to cover my eyes.

Rocket Cars

A great way to pick up yarn balls. Press the <up> arrow key to raise my hands and collect goodies. Press the <down> arrow key to duck and cover my eyes.

Log Rafts

Jump on to head downstream. And look out for Snorkel Turtles.

Warp Caves

I know. You're going, "Huh?" Well, okay, not all caves give you free rides. But some hyperwarp you to other places and some even lead to secret yarn stashes.

Manhole Covers

Most manhole covers go down. But these also let me go up. If I stand on them just right...

TNT Crate

This one is dynamite! I can bounce off the top or power pounce off the side. Either way, press the Pounce key for extra height.

Strongman

14

I'd jump here if I were you. For extra height, hold down the Pounce key when I hit it.

TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the procedures, you are still having a problem running this software, please read the following section.

IMPORTANT:-READ THIS SECTION CAREFULLY BEFORE YOU PHONE US.

Today's PCs run with millions of different hardware and software combinations.

The following information must be obtained from your manufacturer of your PC or from within your enclosed documentation BEFORE calling our technical support line:-

(N.B. The information for the bold lines 3-5 can be obtained direct from your PC manufacturer).

1. The error message displayed when the problem occurred (if any).

2. A listing of your machine spec, including:-

CPU speed and make   Amount of RAM

CD-ROM speed and make   Sound card make

Video card make   Hard disk size and amount of free space

The Operating System eg. Windows® 95, Windows™ 3.11 or other.

A listing of your Autoexec.bat and Config.sys system files.

DirectX driver versions

(See the following page titled "How to obtain the information required")

With this information you will be able to configure your machine correctly. If you have obtained this information, and are still having problems, then Electronic Arts has a Customer Service Department ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Thursday from 9.00 a.m. to 6.00 p.m. and 9.00 a.m. to 4.30 p.m. on Friday on (01753) 546465. Help documents are also available 24 hours a day from this number on Faxback; these cover most common problems at present and this service is updated regularly. Or you may write to us at the following address, including a daytime telephone number and the above information.

HOW TO OBTAIN THE INFORMATION REQUIRED

Windows® 95 Users

1. Right click on My Computer.

2. Left click on Properties.

3. The General information screen will detail how much RAM you have and the CPU make eg. Intel/Cyrix.

Please note: Windows® 95 does not always detect the Cyrix chip correctly and therefore may describe it as a 486.

4. Now click on Device Manager.

5. Click on the `+` symbol on the relevant devices i.e.

- CD-ROM driver

- Display adapters

- Sound video & game controllers.

   You will then be able to see the manufacturer of these devices .

6. The CPU speed can be seen if you reset your PC and look towards the top left corner of the screen. You should see a CPU clock speed eg. 166 MHz. This is the processor speed that you need.

7. You can search for a DOS mouse driver:-

- Click on "Start".

- Move the mouse pointer to "Find" and click on "Files or Folders".

- Maximise the screen by pressing the square symbol in the top right corner of the `find` window.

- In the "Named" box type `Mouse.exe` first and press the Return key. (Make sure that in the "Look in" box it only reads "(C:)" which means it is starting it's search in the Root directory).

- Try typing `Mouse.com` instead if nothing appears on the screen.

If you have one of these files listed, write down the mouse lines eg.C:\mouse\mouse and the details contained in the In folder column and the named column. If you do not have either of these files listed you will need to contact Microsoft on 01734 271000 and ask them for a Microsoft DOS driver version 8.2.

8. Double left click on "My Computer" then click square symbol to maximise screen.

9. Left click on your hard drive (C:\) and this will list how much Free disk space you have and the Total amount of disk space you have on the system. Now close all windows down.

10. Click on "Start", then move to "Programs", then click on "MS-DOS prompt".

11. When in MS-DOS type "CD\" then RETURN. Now type "Type Autoexec.bat |more" then press RETURN. (To get the | sign, press the shift key plus the \ key, which is on the left of the keyboard).

    For your CD ROM line look for a line which contains "MSCDEX.EXE". Write down the line exactly as it is written.

    For your Sound card Line(s) look for a line which contains reference to either "Set sound" and, or "Set Blaster". Write down the line(s) exactly as written.

12. Follow the same process listed above for the Config.sys file. Again you are looking for details of your Sound card lines and CD ROM line

How to Reach us On-Line

Internet e-mail: uk-support@ea.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

CompuServe: Game Publishers Forum A (GO GAMAPUB)
Or send e-mail to 76004,237

CREDITS

ATI Credits

Technical Director:	Ken Nicholson
Lead Programmer:	Bart Crane
Programmers:	Roman Druker and John Najarian
Art Director:	Mark Johnson
Artists:	Tony Villador, Paul Barton, Phil Vaughan, and John Xu, Production: Debbie Gronski, Video Production: Mondo Media.

Accolade Credits

Executive Producer:	Steve Ackrich
Producer:	Sandy Jackson
International Producer:	Alisa Schaefbauer
Artists:	Mike McLaughlin and Taunya Shiffer
Test Supervisor:	Alex Cabal
Lead Tester:	Ray Massa
Testers:	John Arvay, Jr., Scott Barnes, Max Clendenning, Tim Gonsalves, Sam Newman
Documentation:	W.D. Robinson
Marketing Manager:	Karen Safran
Publicity Director:	Bill Linn

We are grateful to the following testers for helping us through our "final crunch": Chris Charles, Andrew Elbert, Sean Fish, David Fung, Matthew Guzenda, Jared Jackson, Marie Person and Arif Sinan.

Acknowledgements

Special thanks to the original Bubsy design team: Matt Berardo, Michael Berlyn, Beckett Gladney, Rudy Helm, Cynthia Kirkpatrick, Ken Macklin, John A.S. Skeel and D. Scott Williamson.

Our gratitude to: Mei Ang, John Canfield, Sky Chang, Craig Eisler, Eric Engstrom, John Haberfellner, Adrian Hartog, Alexis Himes, Miriam Muller, Peter Pownall, Henry Quan, Alex St. John and members of the GamePC Consortium.

EA Credits

Product Manager:	Darryl Still
Graphic Designer/European Documentation Layout:	Anita K. Legg
European Documentation:	Rich Johnston
Quality Assurance:	Simon Rance
Materials Planner:	Jo Randall

Notice

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address on the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty.

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.
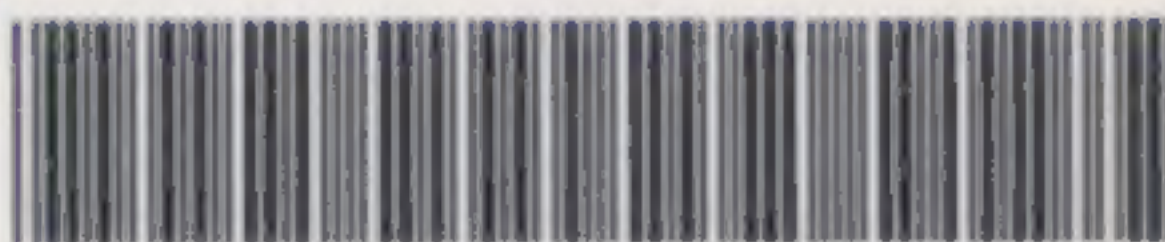
Electronic Arts Customer Warranty, P.O. Box 835, Slough, SL3 8XU, UK.

Distributed by:

Electronic Arts Limited

PO Box 835

Slough

Berkshire

SL3 8XU

ALE08801309M

ACCOLADE
www.accolade.com